

A historical painting depicting a cavalry battle scene. Several soldiers on horseback are engaged in combat. One soldier in the center holds a large red flag. The scene is filled with smoke and the intensity of battle.

1st Squadron, 4th U.S.

Cavalry

Light Cavalry

Squadron

How We Fight

QUARTERHORSE!



Purpose



**Provide information on the
capabilities
and characteristics of the new
Light Cavalry Squadron (Airborne)**



Agenda



- **References**
- **Concept**
 - Operating Environments
 - Light Cavalry Operations
 - Dominate Transitions
- **How We Fight**
- **Organization Requirements**
- **Optimal MTOE/Task Organization**
- **MTOE Characteristics**
- **Opposed Entry/Expand Lodgment Operations**
 - Airfield (360 degree)
 - SPOD (180 + degree)
- **High Intensity Conflict**
 - Security Zone
 - Zone Reconnaissance
- **COIN**
 - Raid
 - Area Security ISO BCT Search & Attack
- **Questions**



Operating Environment



High intensity conflicts (HIC) aim at destroying or defeating an enemy to impose US will and achieve decisive victory (FM 3-0)

Counter-insurgency operations

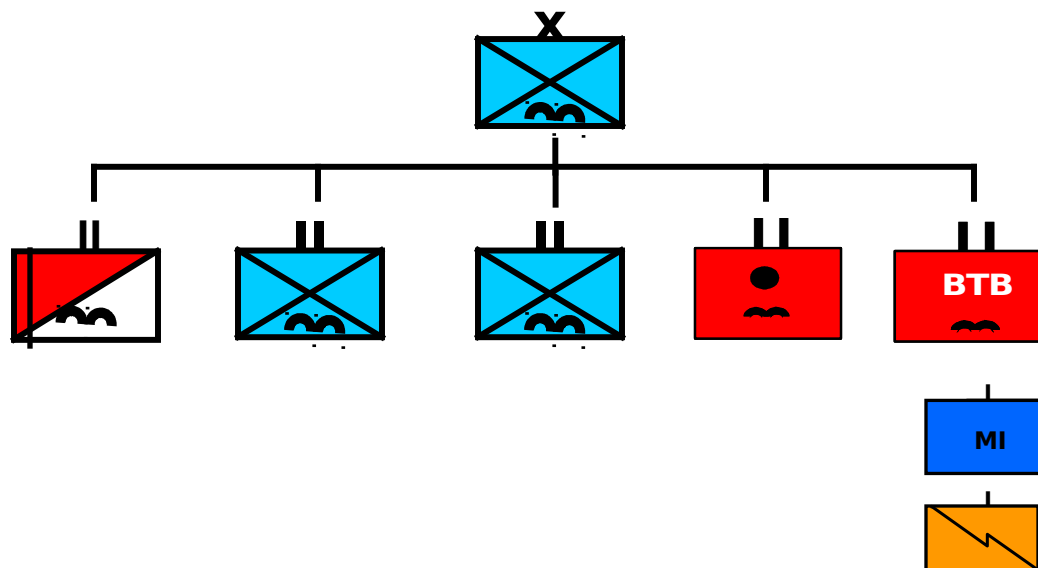
(COIN) Those military, paramilitary, political, economic, psychological, and civic actions taken by a government to defeat insurgency (FM 3-07.22)

Operational Employment (OE) or

coup de main (JP 1-02)- An offensive operation that capitalizes on surprise and simultaneous execution of supporting operations to achieve success in one swift stroke. See FMs 71-100, 100-5, and 100-15. (Raid on an Operational level target)



173rd ABN Task Organization



Light Cavalry Operations

(1 of 2)

Cavalry as a shaping force provides:

- Reconnaissance and Security to set conditions for Decisive Operations
- Dominates transitions
- Provides Economy of Force
- Conducts Raids ISO of BCT Decisive Operations



Light Cavalry Operations



(2 of 2)

Cavalry Missions

- Reconnaissance: Zone, Route, Area
- Security: Screen, Guard*, Area Security
- Raid: an attack to seriously impair an enemy attack when he is preparing his own attack and is vulnerable



Dominate Transitions



- **Allow Brigade to retain the initiative by maintaining tactical pressure on the enemy**
 - **Initial entry to future operations**
 - Expand Lodgment area
 - **Defensive to Offensive Operations**
 - Defeat security zone
 - Target key operational objectives
 - Limit defensive preparation
 - **Offensive to Defensive Operations**
 - Defeat recon
 - Delay main body
 - Shape BCT fight
 - **Offensive to Offensive Operations**
 - Defeat security zone
 - Limit defensive prep
 - Shape the BCT fight

“The transition from the defensive to the offensive is one of the most delicate operations in war.”



Characteristics: Strength



- Superb mobility : strategic, operational, tactical

- All-terrain, all-weather, across spectrum of conflict

36 X Javelins
11 X M2 machine guns
20 X Mk-19
50 X M240B/M249

- Combined arms lethality
- Flexible organizational structure

3 X Infantry
PLTs
3 X Scout PLTs
3 X AT PLTs

- Robust intel capability
- Self-sufficient organic team

9 X Mounted OPs
12 X LRAS3
9 X Dismounted
OPs
3 X Raven UAVs

- Bottom line: a deployable, versatile, and



Characteristics: Weaknesses



- Limited armor protection
- Anti-armor ground firepower
 - slow rate of fire
 - not under armor
 - long time of flight
 - can not fire on the move
- Requires High pay-off support from BCT (signal, UAV, artillery, engineer, logistics)



How We Fight: A Concept

(1 of 2)

- Build on strengths, cover weaknesses (i.e., always fight combined arms)
- Identify and exploit enemy vulnerabilities.
- Use entire width, depth of battlefield to find, fix and finish.
- Dominate first contact
 - Gain visual contact early and maintain contact.
 - Stealth!
 - Kill enemy recon!
 - Be of unascertainable shape
- Overwhelm with fire and maneuver at place of our choosing:
 - Maneuver to mass direct fires on his flanks or rear
 - Dig-in and shape EA's
 - Contest entire depth of battlespace
 - Indirect fire as critical killing system
 - Key is stand-off!
 - Accept risks: we can't be strong everywhere.
 - Use multipliers to weight main effort.



How We Fight: A Concept

(2 of 2)

- Finish decisively
 - Hunter mentality-find, stalk, kill without being seen, strike where enemy has no chance to resist
 - No brawls; create unfair fight where we have advantage
 - Continue mission; maintain relentless pressure to exhaust the enemy
- BLUF: be smarter and faster to be stronger at decisive time and place.



Opposed Entry Operations



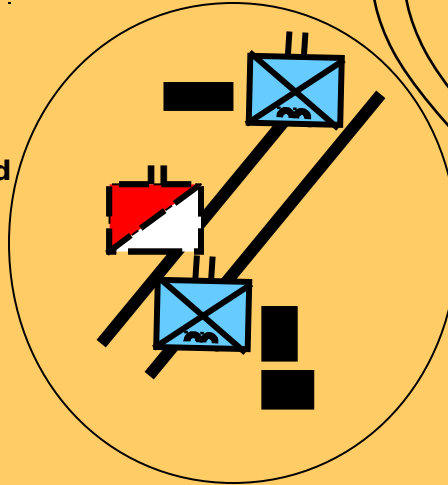
Opposed Entry Operations



T: Seize airstrip
P: Facilitate use for follow-on forces

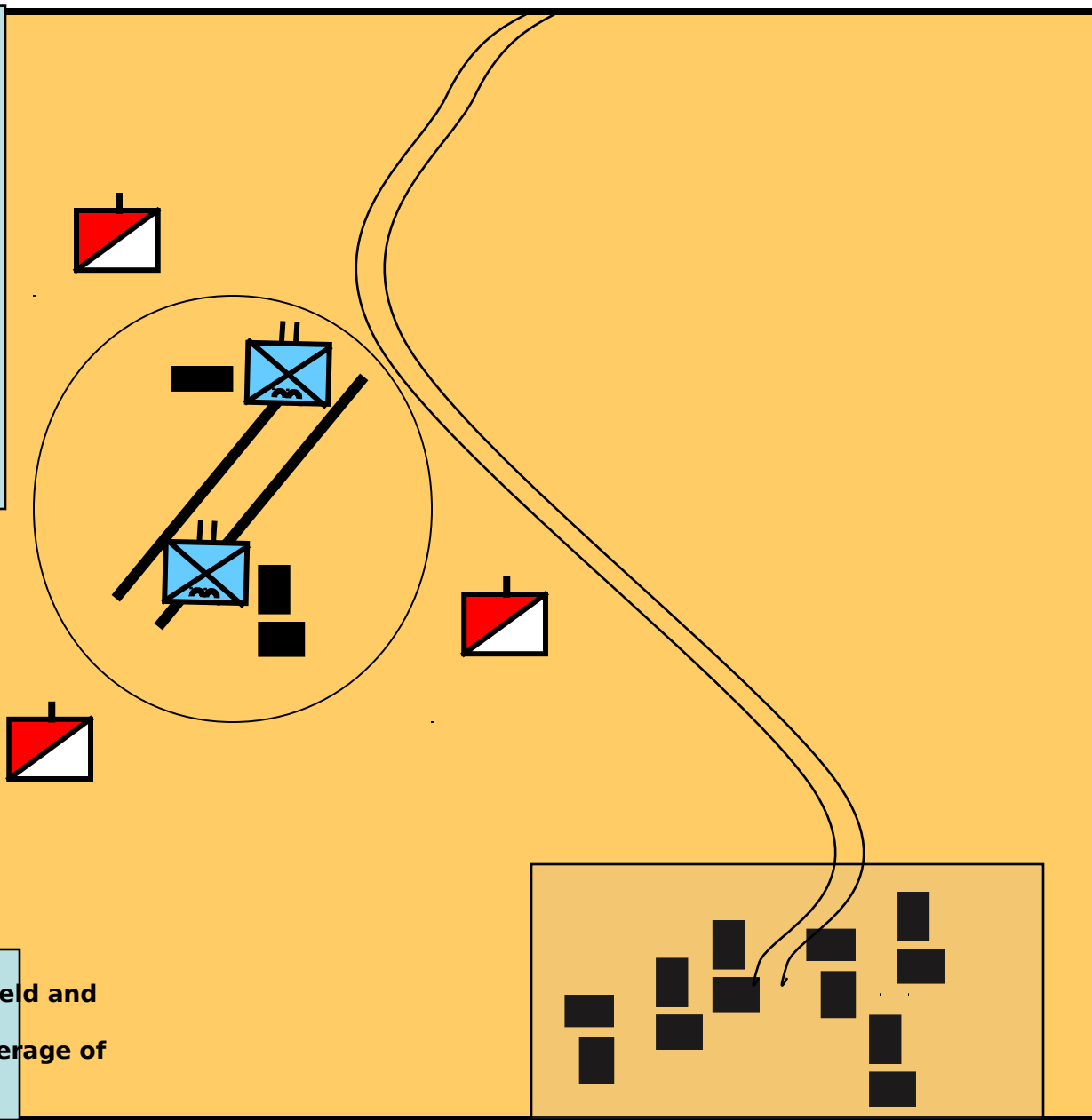
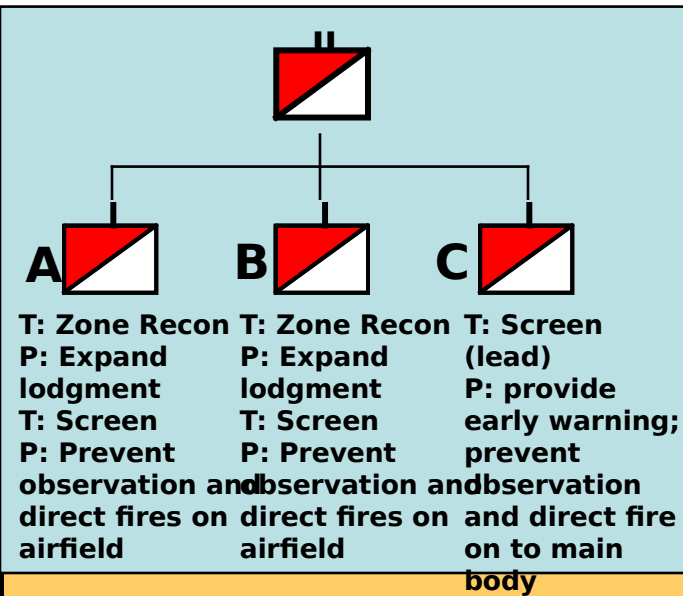
T: Seize key infrastructure
P: Deny access to enemy forces

T: Zone Recon
P: Expand lodgment
T: Screen
P: Prevent observation and direct fires on airfield



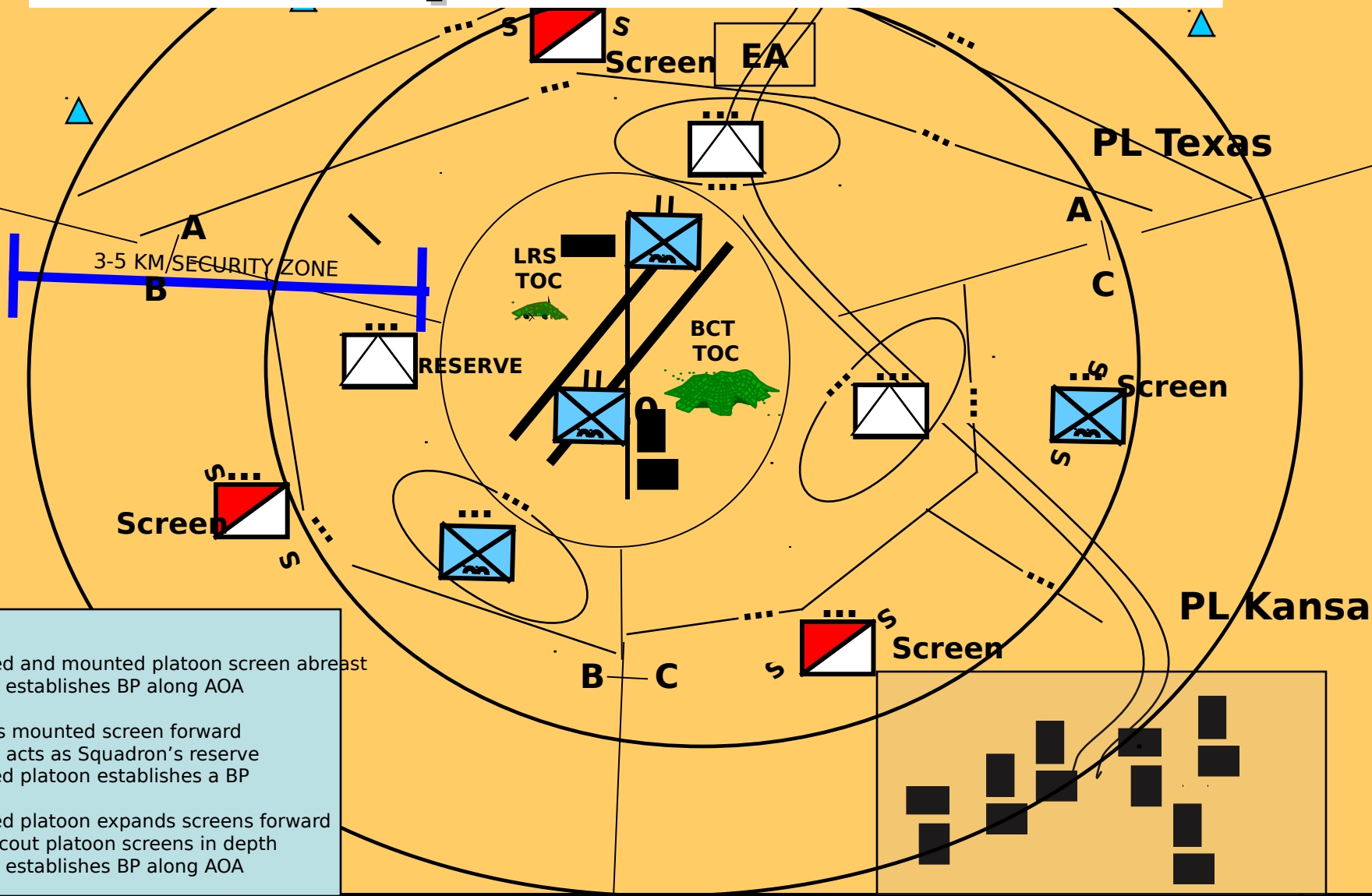
173rd BDE
-Airborne Assault in to seize an airhead
-LT Infantry battalions secure airhead to enable follow-on forces to arrive by air transport
-Expand perimeter to prevent hostile forces from placing direct fire on the airfield

Opposed Entry Operations



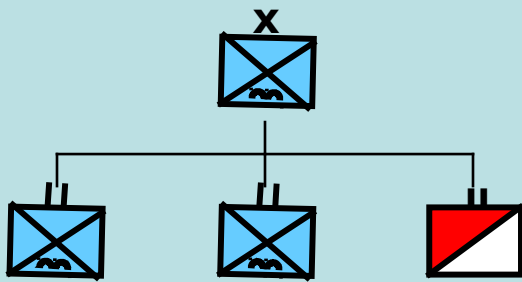
Lead GCT establishes a screen between airfield and population center (Most dangerous AOA)
Follow-on GCT complete the 360 degree coverage of BCT.

Opposed Entry Operations



Opposed Entry O

@ T hour (T= transition)



T: Seize airstrip
P: Facilitate use for follow-on forces

T: Seize key infrastructure
P: Deny access to enemy forces

T: Zone Recon
P: Expand lodgment
T: Screen observation and direct fires on airfield
P: Prevent

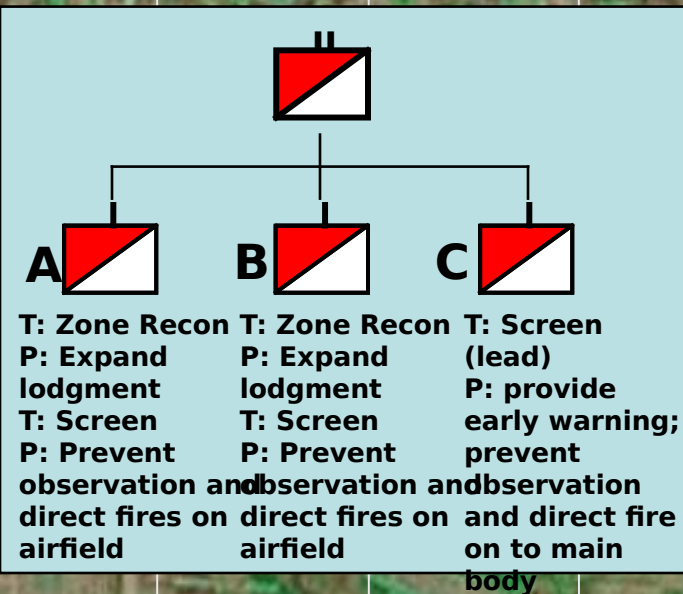
173rd BDE

- Airborne Assault to seize an airhead
- LT Infantry battalions secure airhead to enable follow-on forces to arrive by air transport
- Expand perimeter to prevent hostile forces from placing direct fire on the airfield



Opposed Entry- Airfield

@ T + 1 to T + 6



Expand Lodgment Area

@ T + 6 to T + 18

TRP C (Initial GCT)

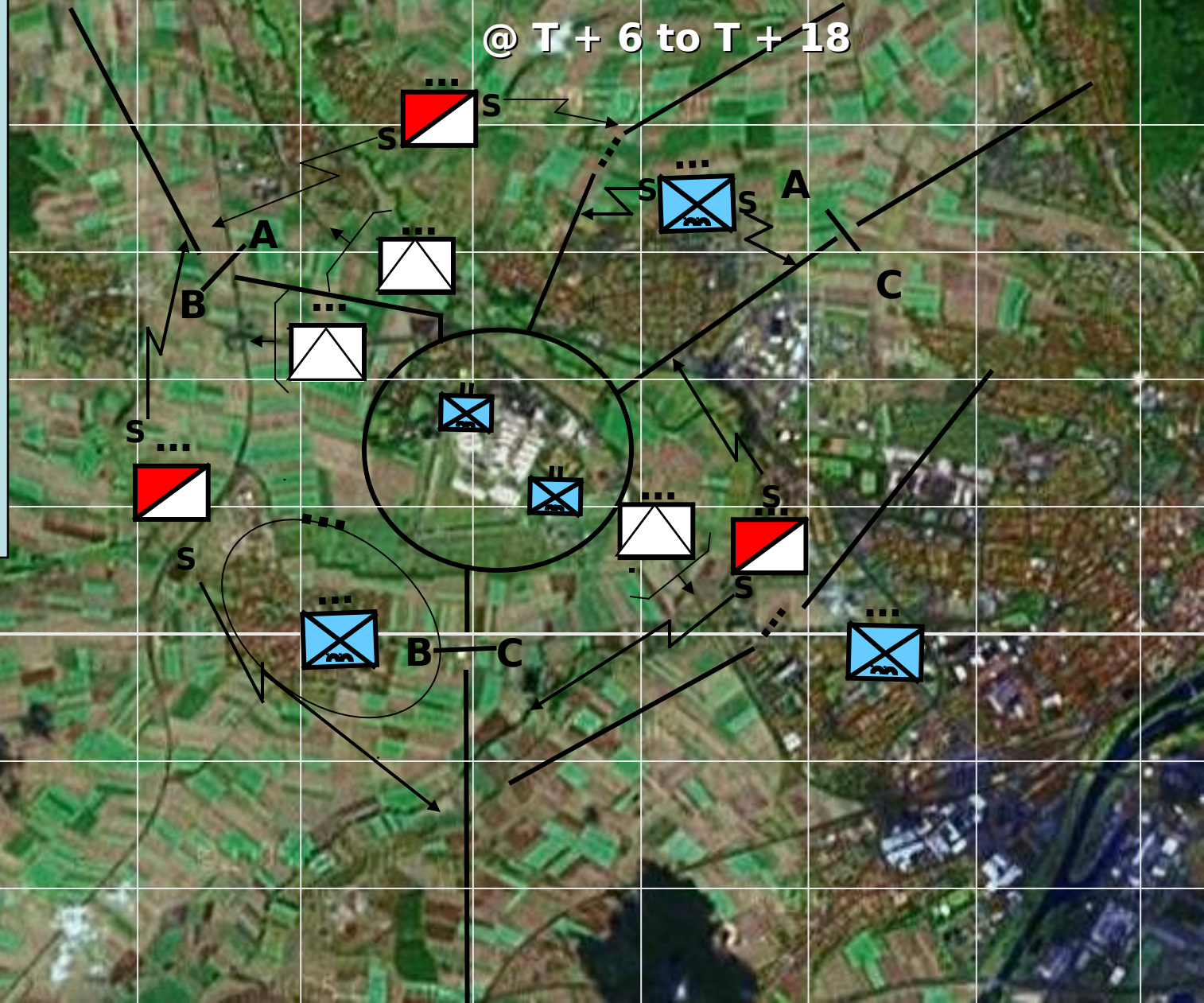
- Dismounted platoon conducts area security in urban area
- Mounted scout platoon establishes screen in depth
- AT platoon assumes an ABF along high speed mounted AOA

TRP B (second GCT)

- Dismounted Plt establishes OPs to gain observation of AOA
- Establishes mounted screen
- AT platoon establishes BP along mounted AOA

TRP A (trail GCT)

- Dismounted platoon establishes screen in urban area
- Mounted scout platoon establishes screen
- AT platoon assumes an ABF along high speed



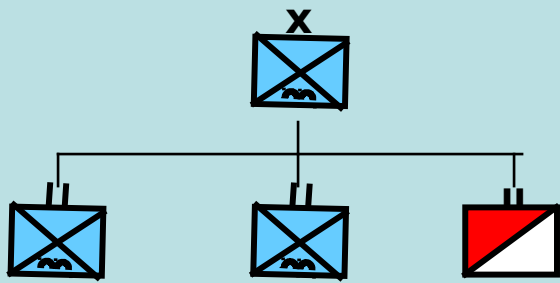


Expand Lodgment (SPOD)



(Expand Lodgement-SF

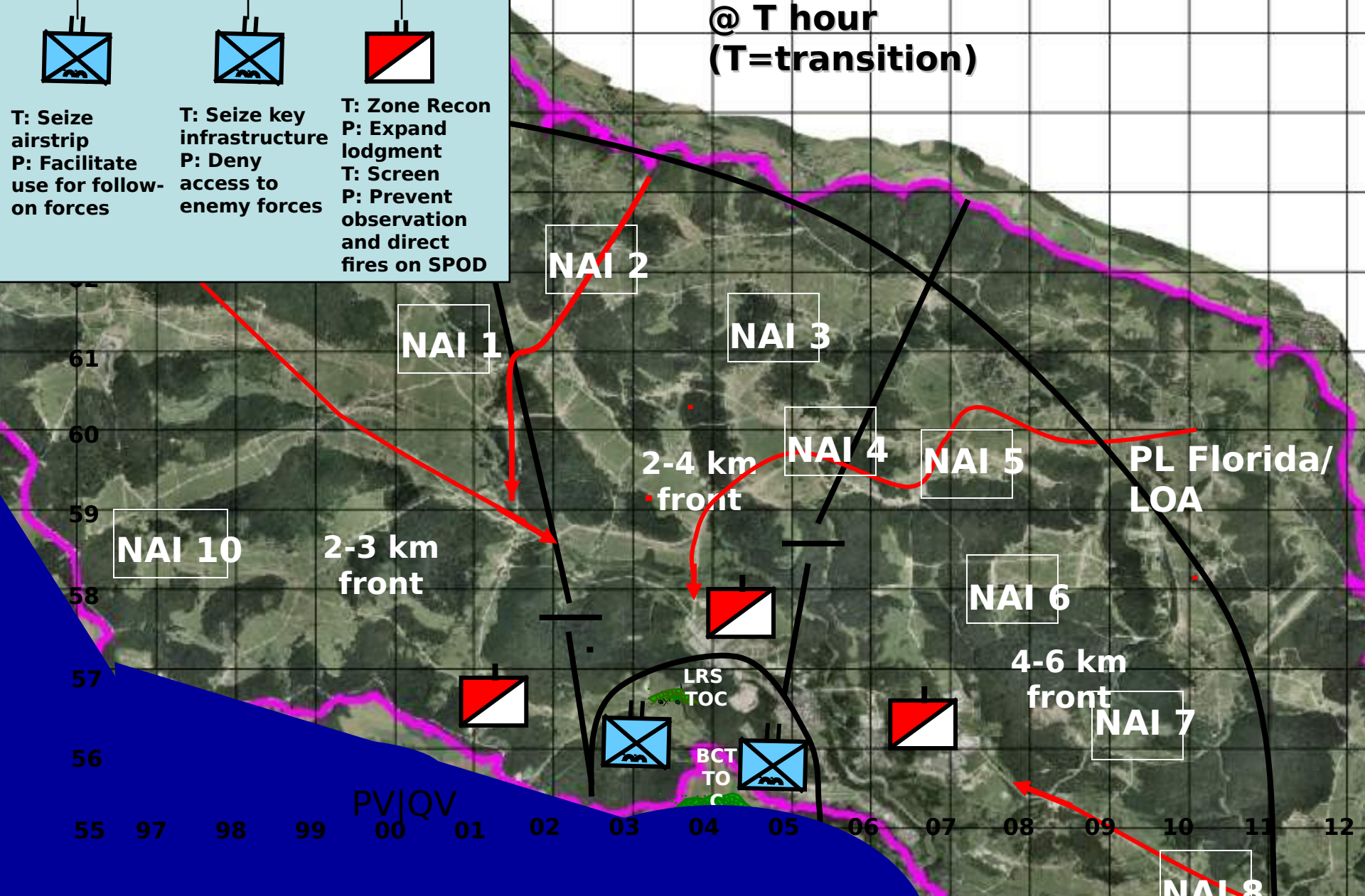
**@ T hour
(T=transition)**



**T: Seize
airstrip
P: Facilitate
use for follow-
on forces**

T: Seize key infrastructure
P: Deny access to enemy forces

**T: Zone Recon
P: Expand
lodgment
T: Screen
P: Prevent
observation
and direct
fires on SPOD**



(Expand Lodgement-SF)

@ T + 1 to T + 6

PL Florida/
LOA

NAI 9

NAI 2

NAI 1

NAI 3

- Dismounted & Mounted platoons zone recon to destroy enemy recon and est. security zone
- AT platoons move to cover mounted AOA

2-4 km
front

NAI 4

NAI 5

PL Florida/
LOA

NAI 10

2-3 km
front

NAI 6

4-6 km
front

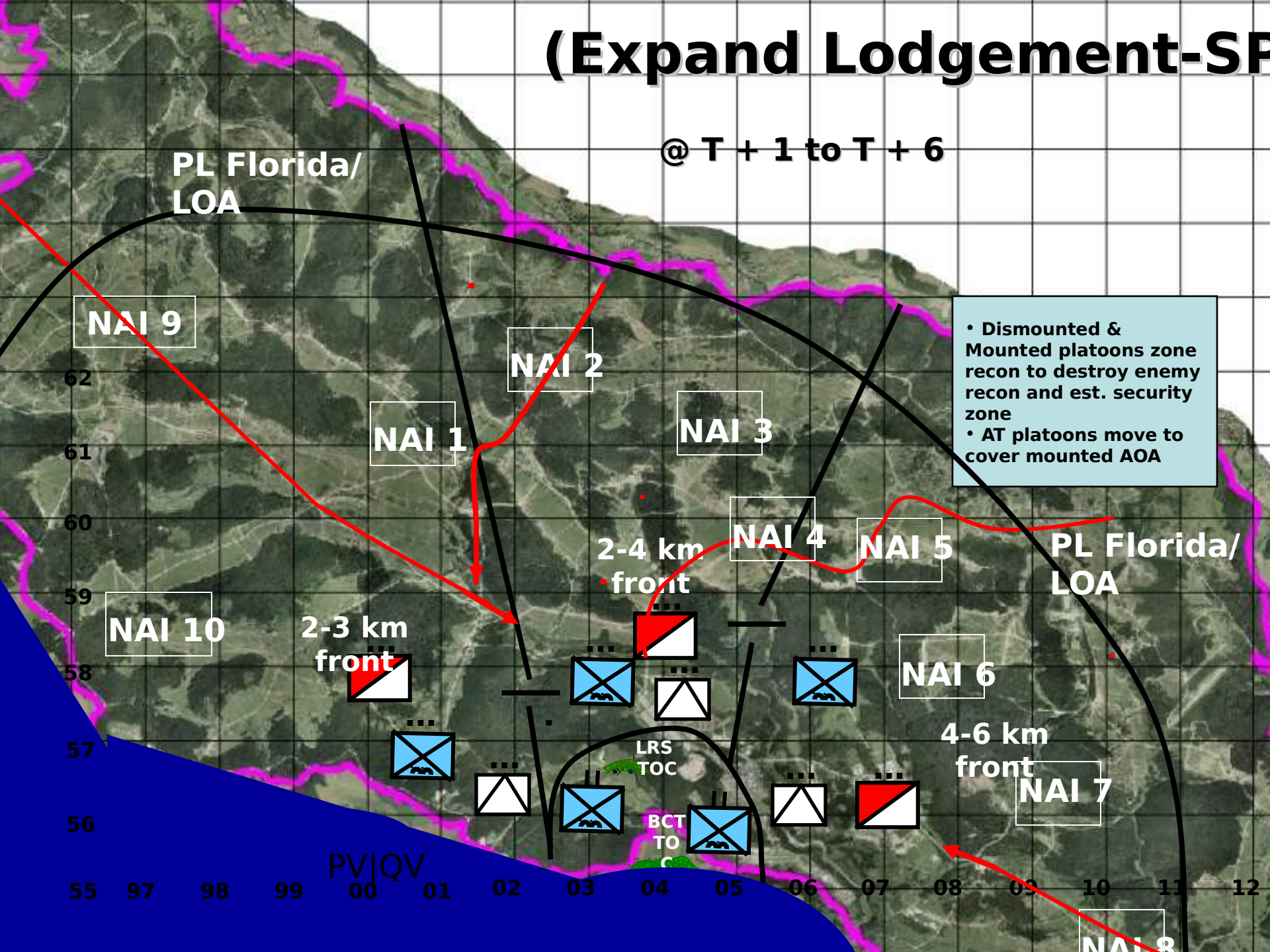
NAI 7

LRS
TOC

BCT
TOC

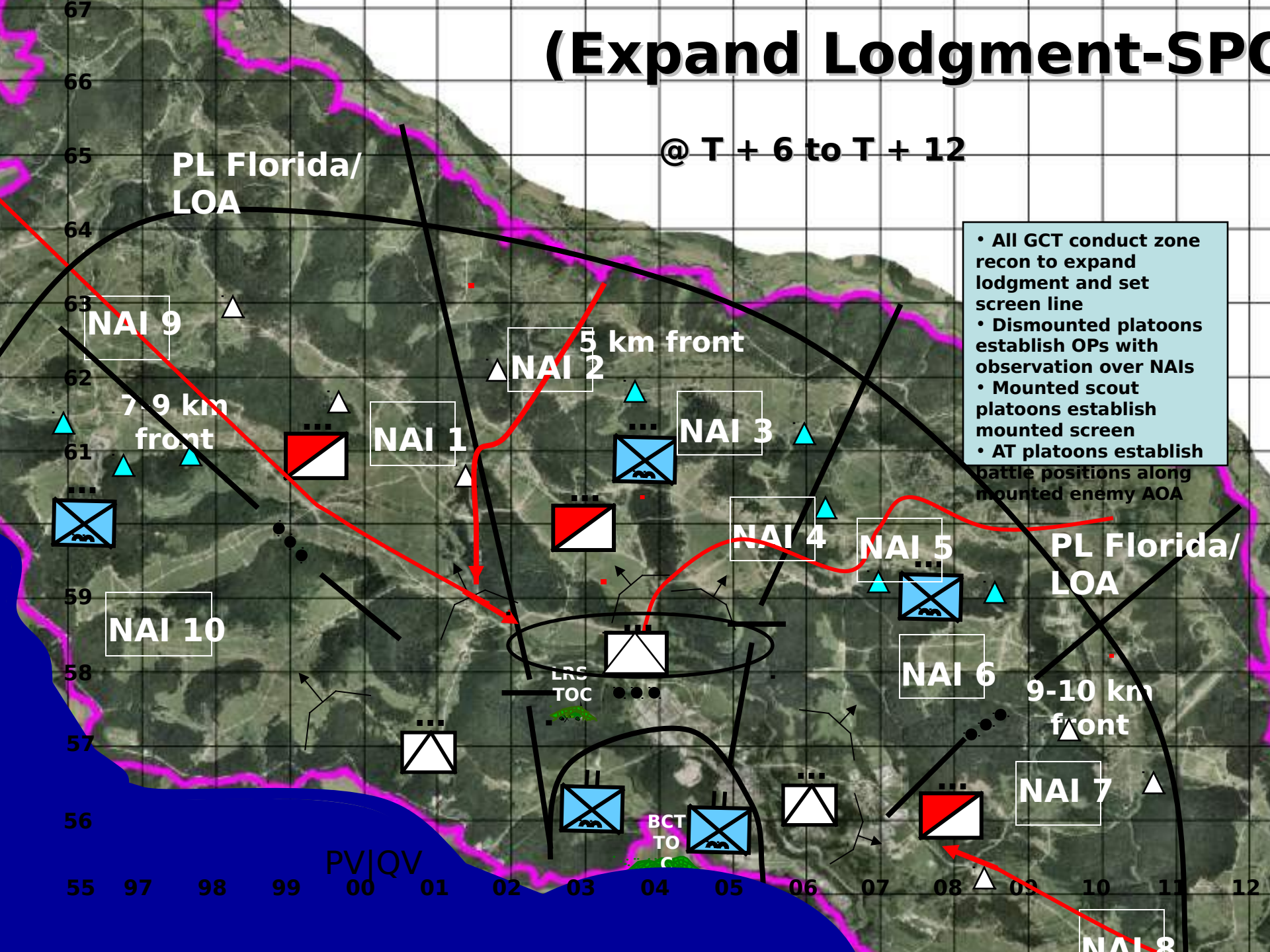
PV|QV

NAI 8



(Expand Lodgment-SPC

@ T + 6 to T + 12





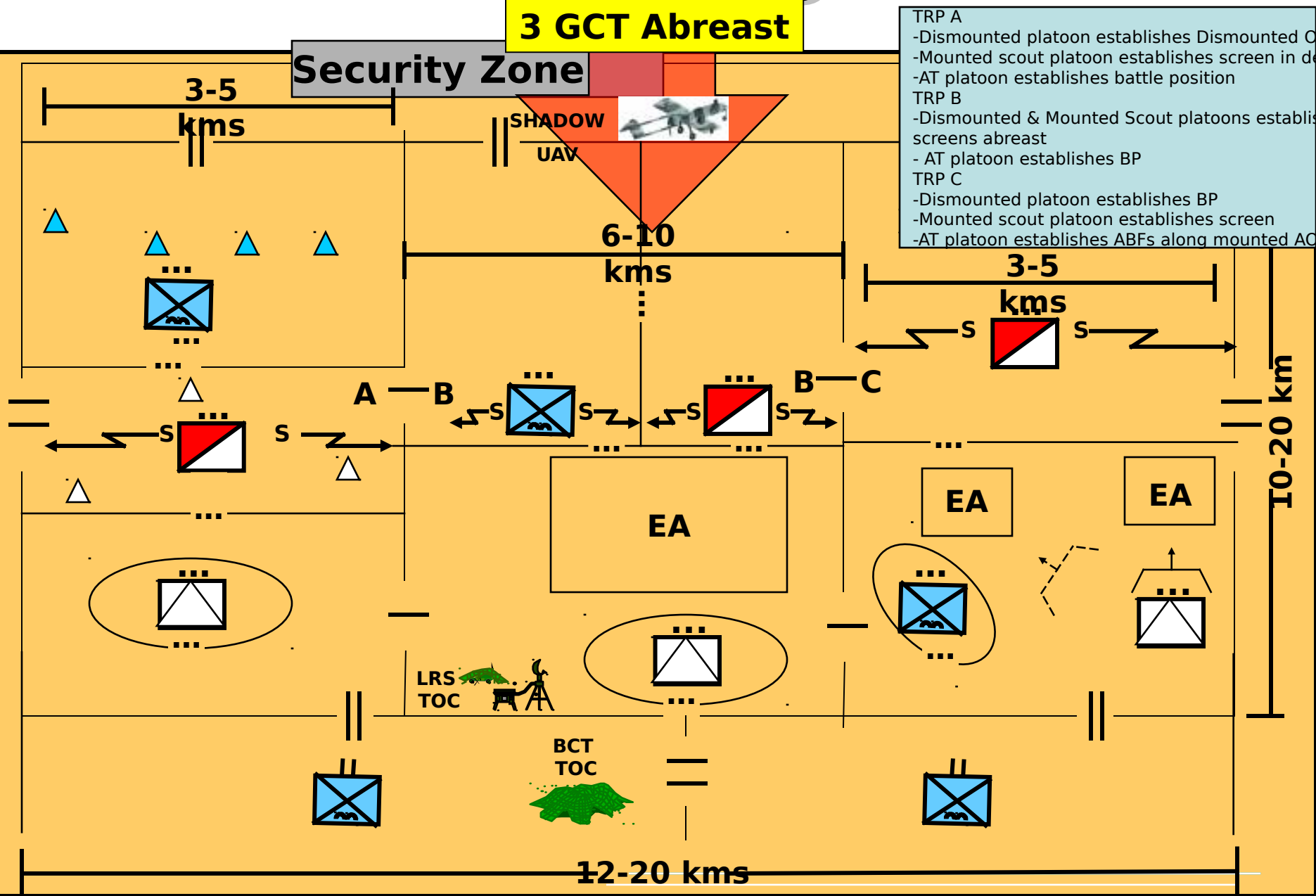
High Intensity Conflict



How We Fight: HIC

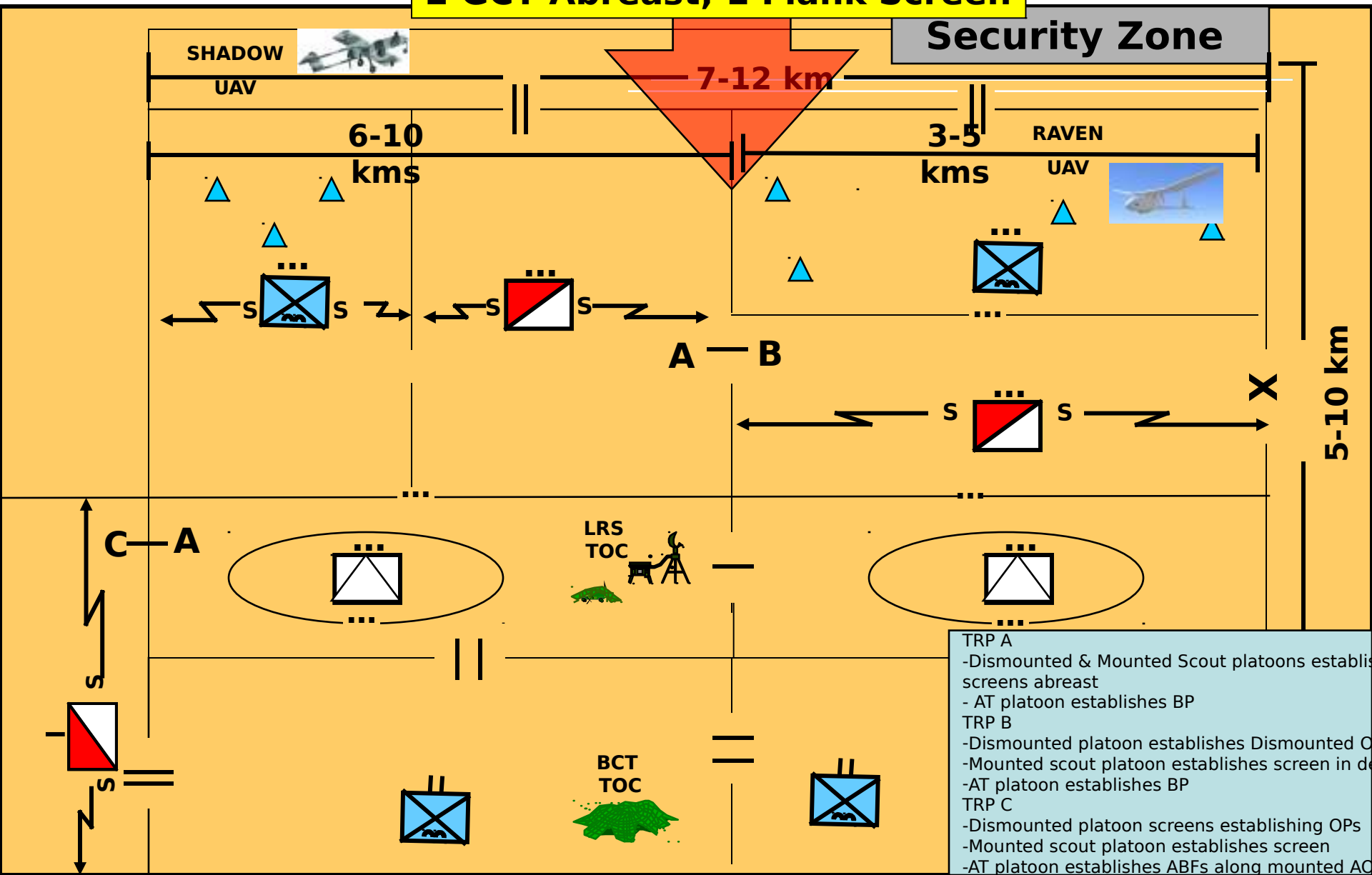
3 GCT Abreast

Security Zone



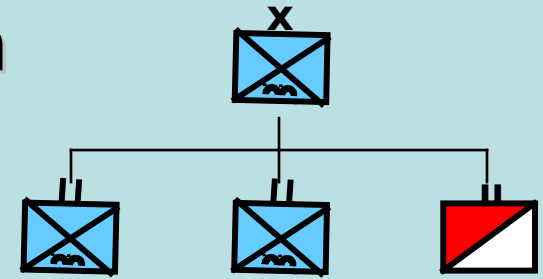
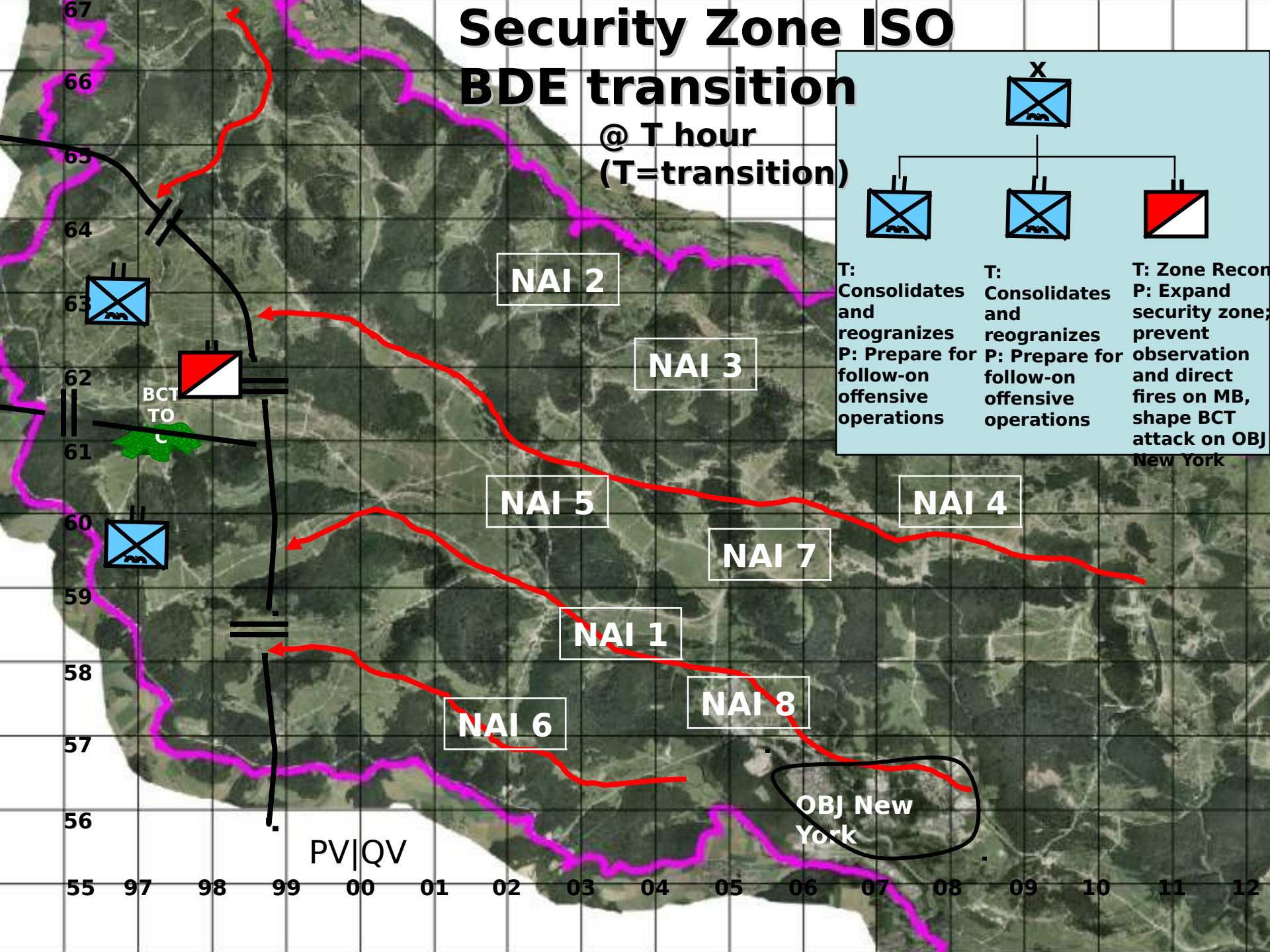
How We Fight: HIC

2 GCT Abreast; 1 Flank Screen



Security Zone ISO BDE transition

@ T hour
(T=transition)



T: Consolidates and reorganizes
P: Prepare for follow-on offensive operations

T: Consolidates and reorganizes
P: Prepare for follow-on offensive operations

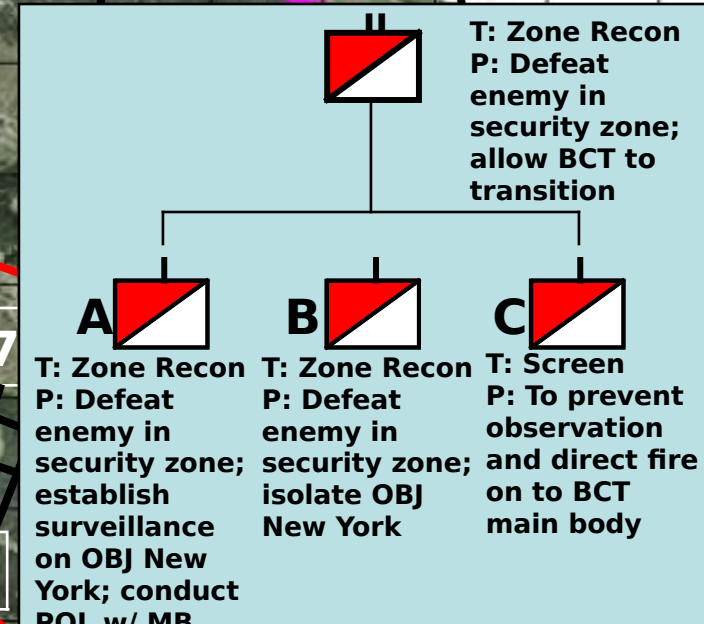
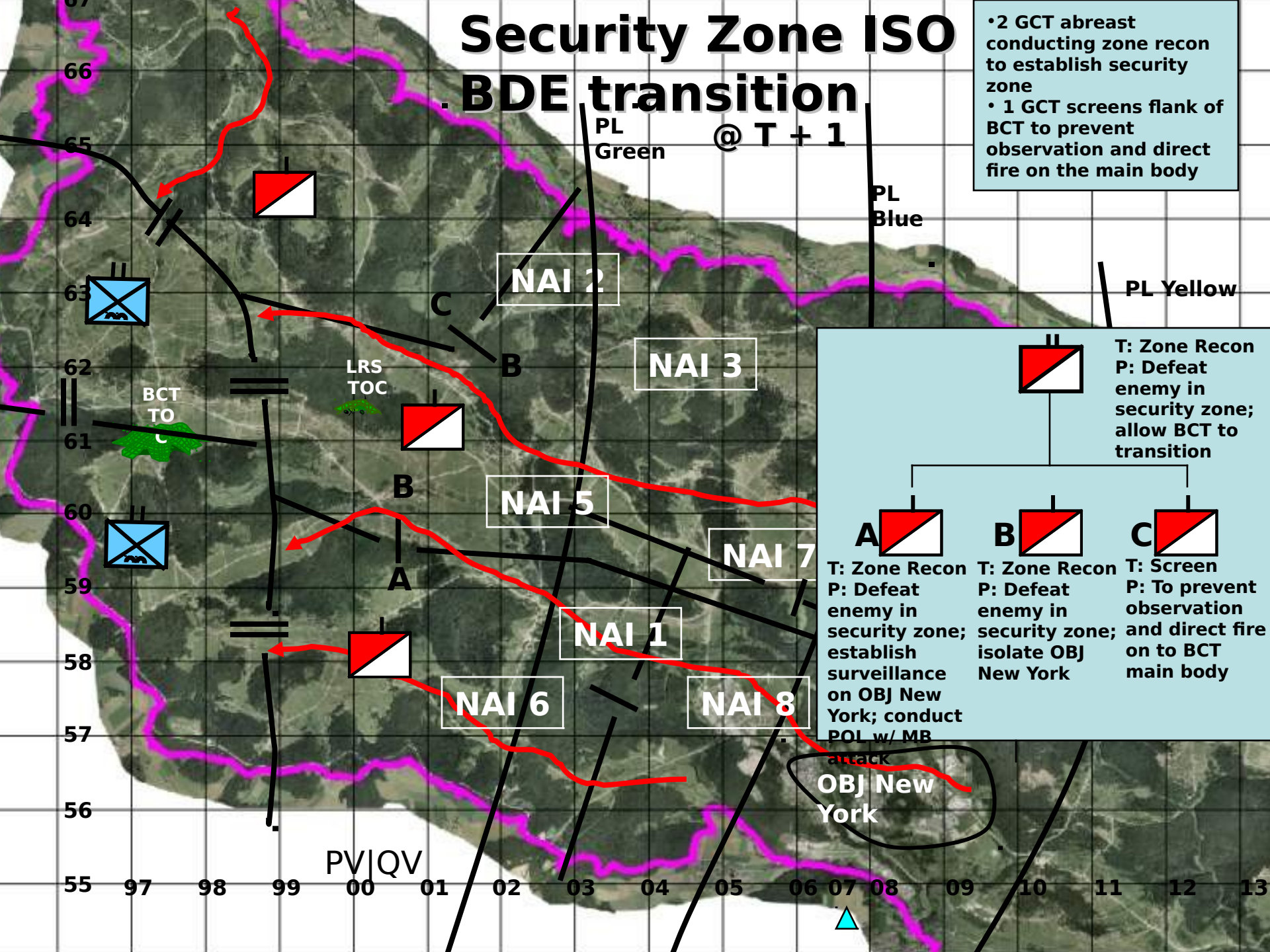
T: Zone Recon
P: Expand security zone; prevent observation and direct fires on MB, shape BCT attack on OBJ New York

Security Zone ISO

BDE transition

PL Green @ T + 1

- 2 GCT abreast conducting zone recon to establish security zone
- 1 GCT screens flank of BCT to prevent observation and direct fire on the main body

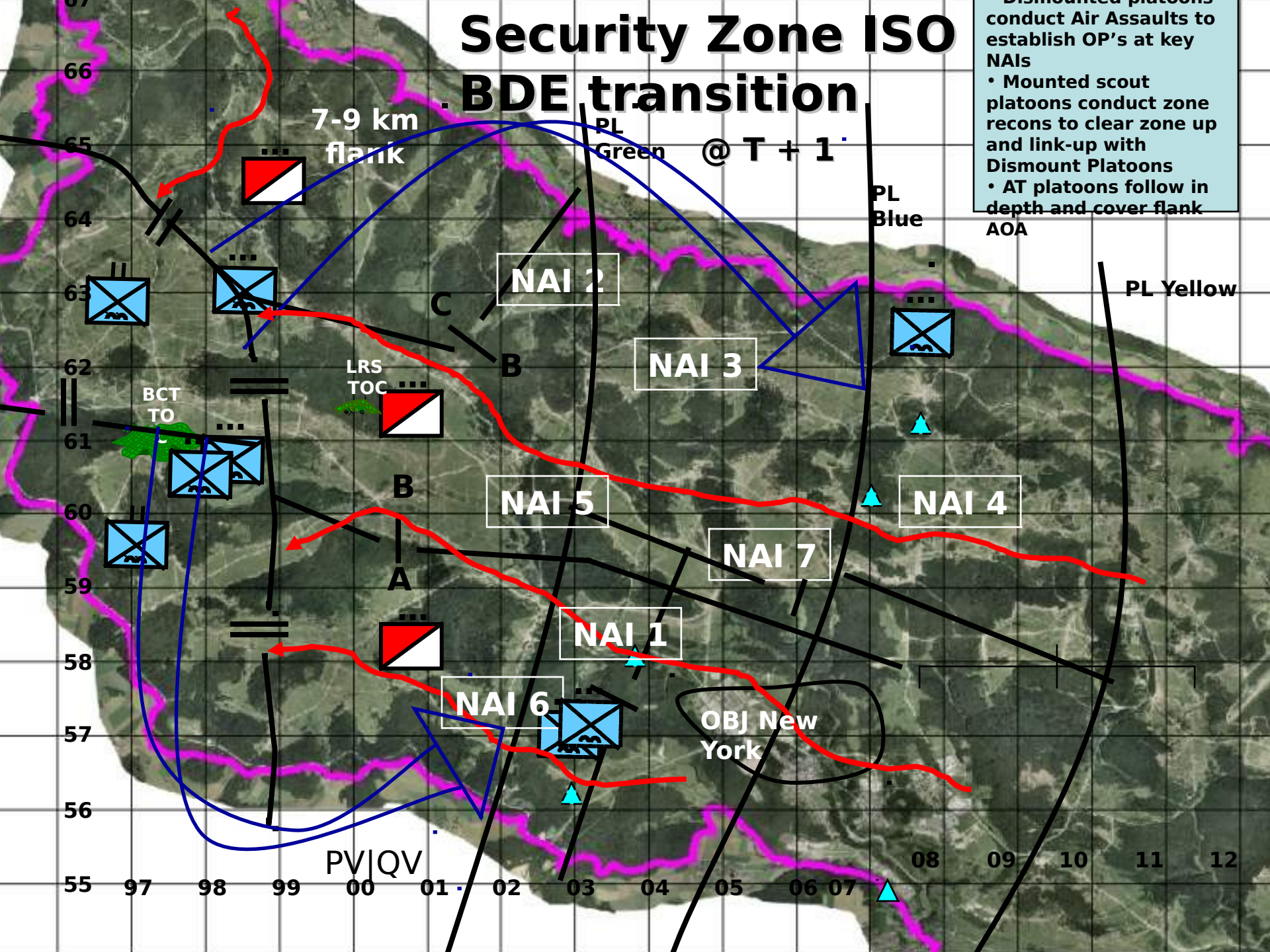


Security Zone ISO

BDE transition

Dismounted platoons conduct Air Assaults to establish OP's at key NAIs

- Mounted scout platoons conduct zone recons to clear zone up and link-up with Dismount Platoons
- AT platoons follow in depth and cover flank AOA



Zone Recon ISO BDE Attack

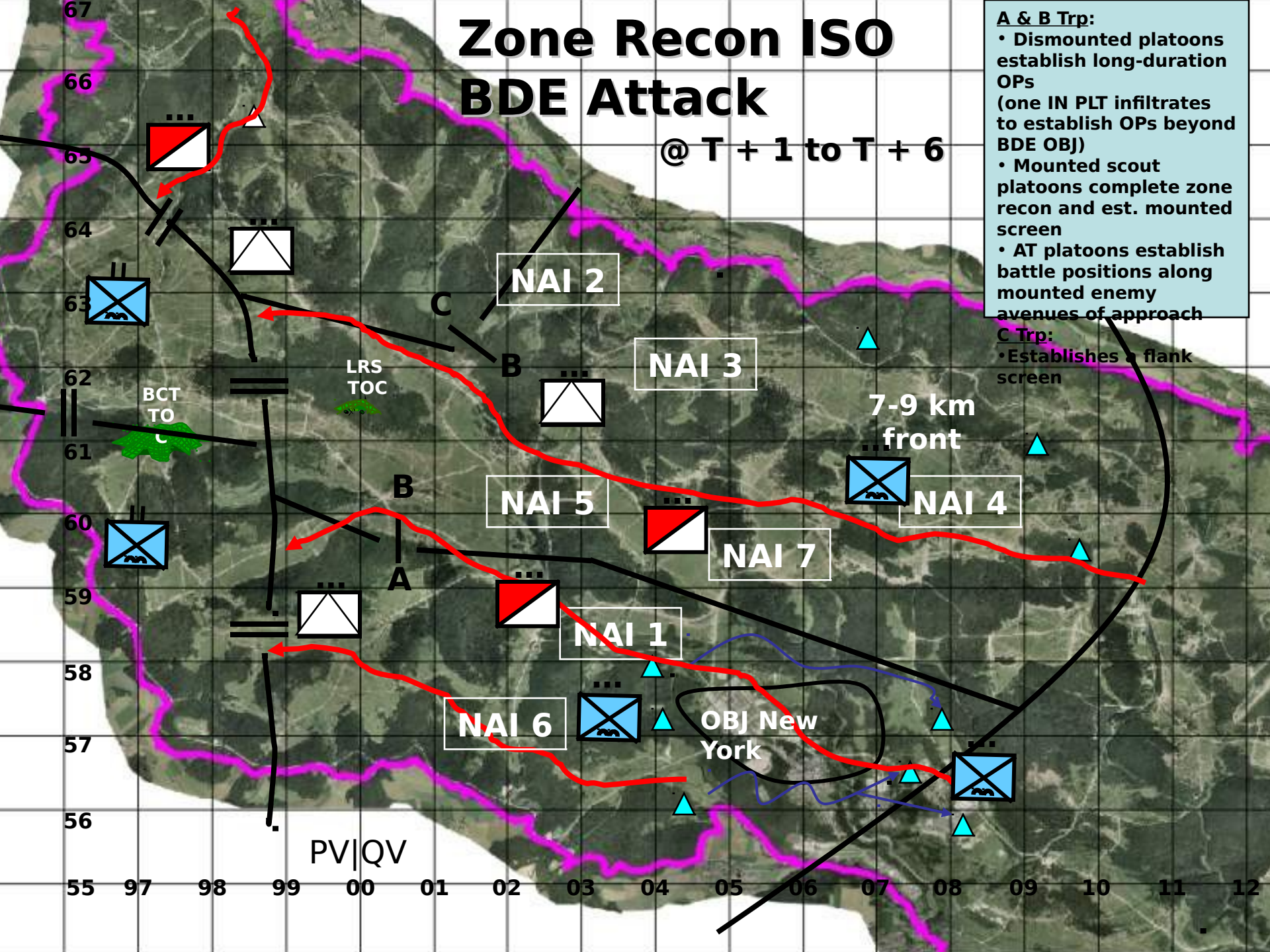
@ T + 1 to T + 6

A & B Trp:

- Dismounted platoons establish long-duration OPs (one IN PLT infiltrates to establish OPs beyond BDE OBJ)
- Mounted scout platoons complete zone recon and est. mounted screen
- AT platoons establish battle positions along mounted enemy avenues of approach

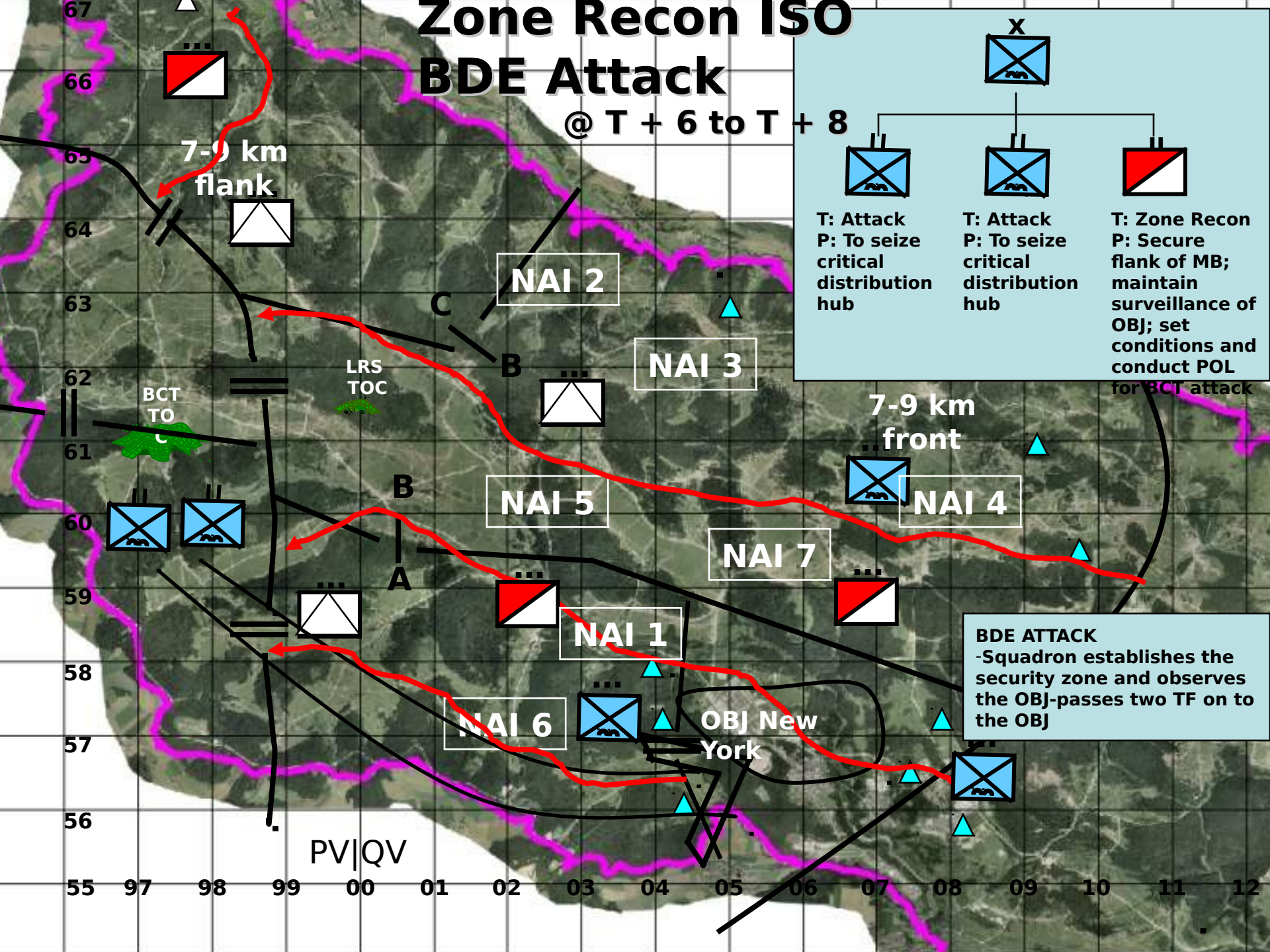
C Trp:

- Establishes a flank screen



Zone Recon ISO BDE Attack

@ T + 6 to T + 8





Counter-Insurgency (COIN)

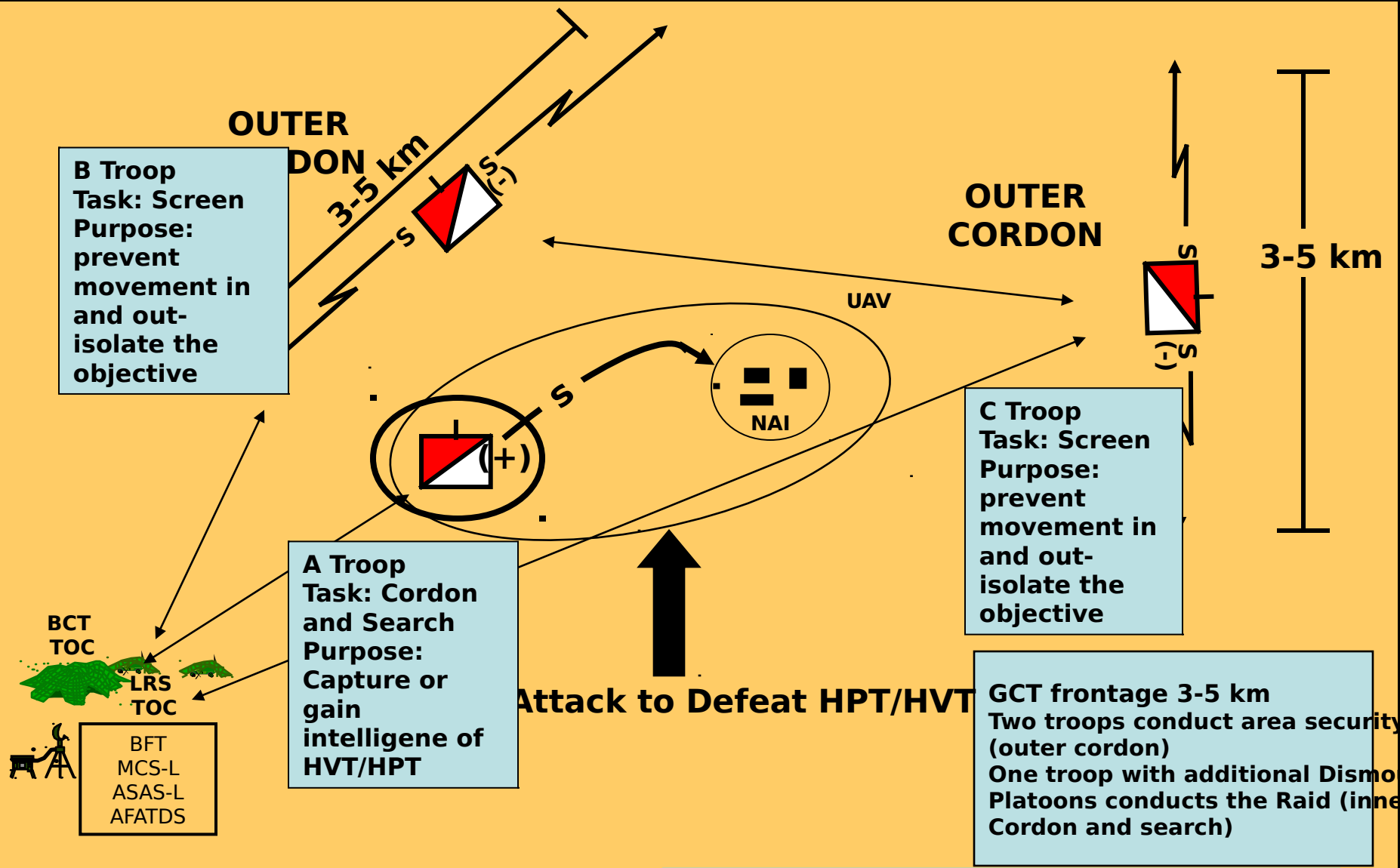


Squadron Raid





Squadron Raid



NAI 1

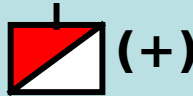
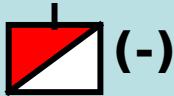
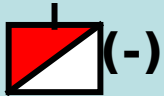
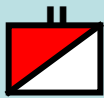
SQUADRON RAID

NAI 2

OUTER
CORDON

NAI 3

NAI 4



T: SCREEN
P: SET OUTER
CORDON TO
ISOLATE THE
OBJ

T: SCREEN
P: SET OUTER
CORDON TO
ISOLATE THE
OBJ

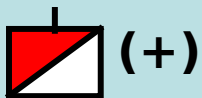
T: CORDON &
SEARCH
P: ISOLATE THE
OBJ AND
SEARCH FOR
HVT



HVT/target area

Squadron Raid

- Two GCT(-) establish the outer cordon
- One GCT (+) augmented with dismount PLTs establishes the inner cordon and conducts the search for HVT (operation possibly augmented with THT & TPT)

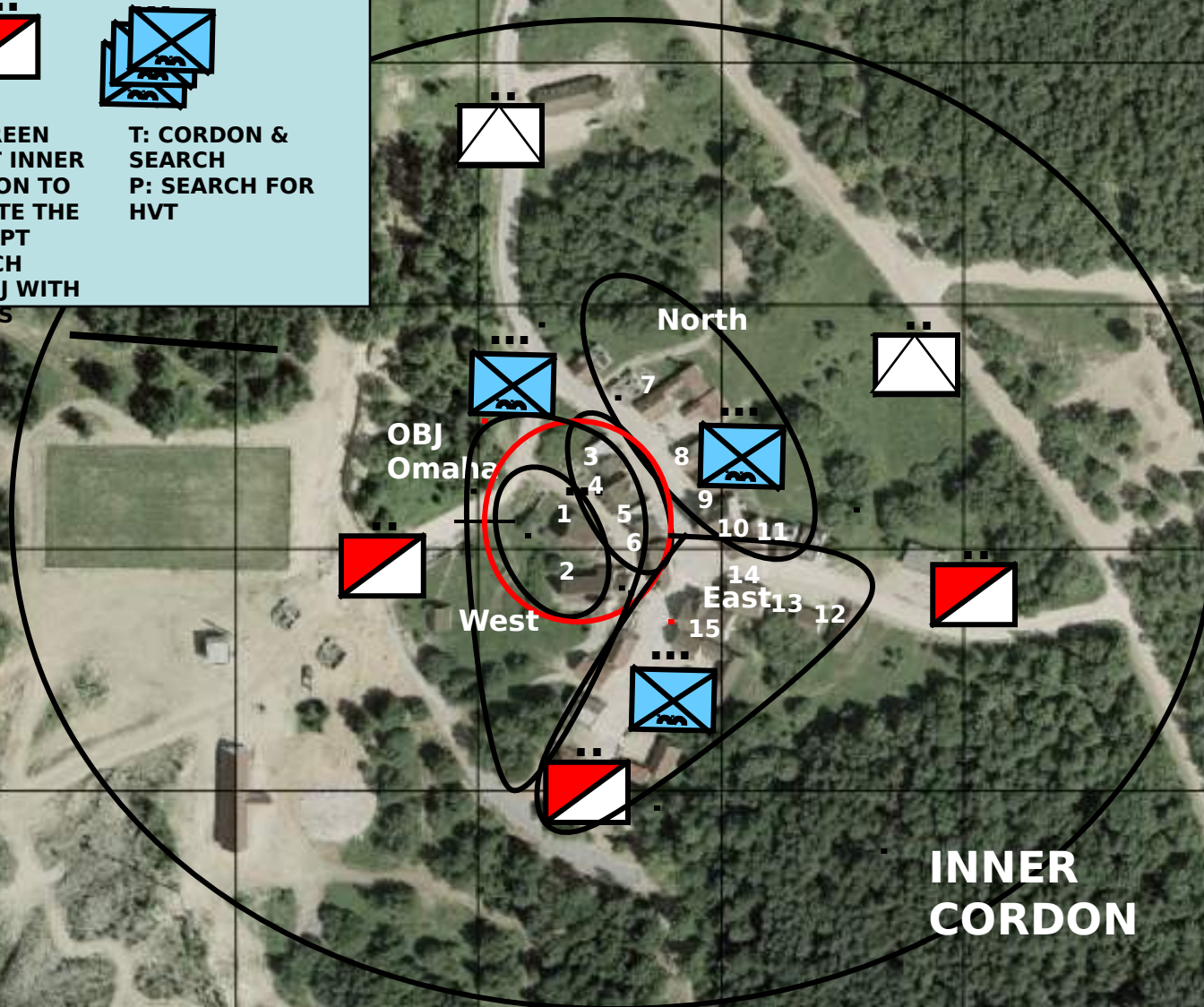


T: SCREEN
P: SET INNER
CORDON TO
ISOLATE THE
OBJ

T: SCREEN
P: SET INNER
CORDON TO
ISOLATE THE
OBJ; SPT
SEARCH
OF OBJ WITH
OPTICS

T: CORDON &
SEARCH
P: SEARCH FOR
HVT

SQUADRON RA



North

OBJ
Omaha

West

East

**INNER
CORDON**

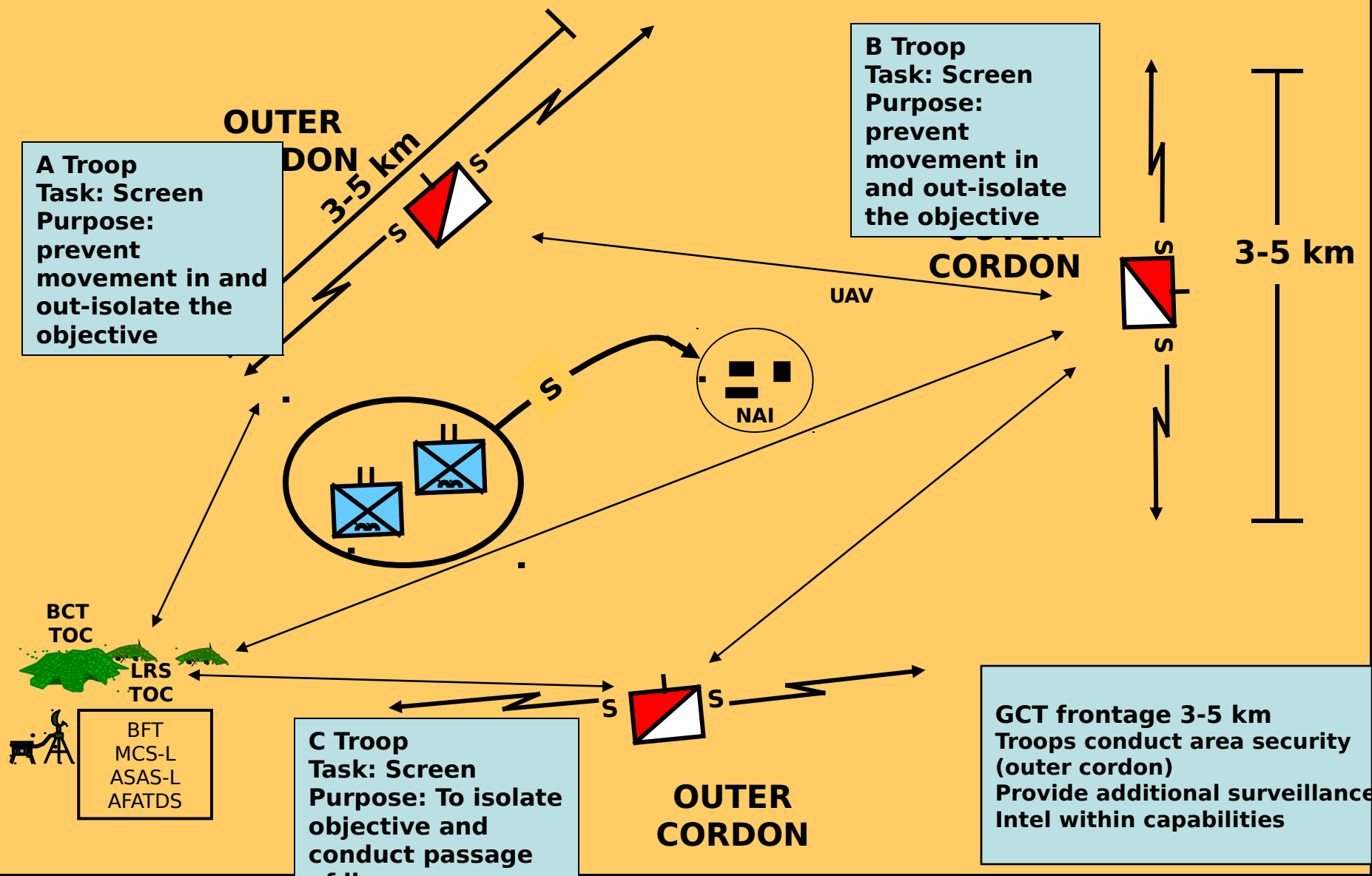


BCT Search and Attack





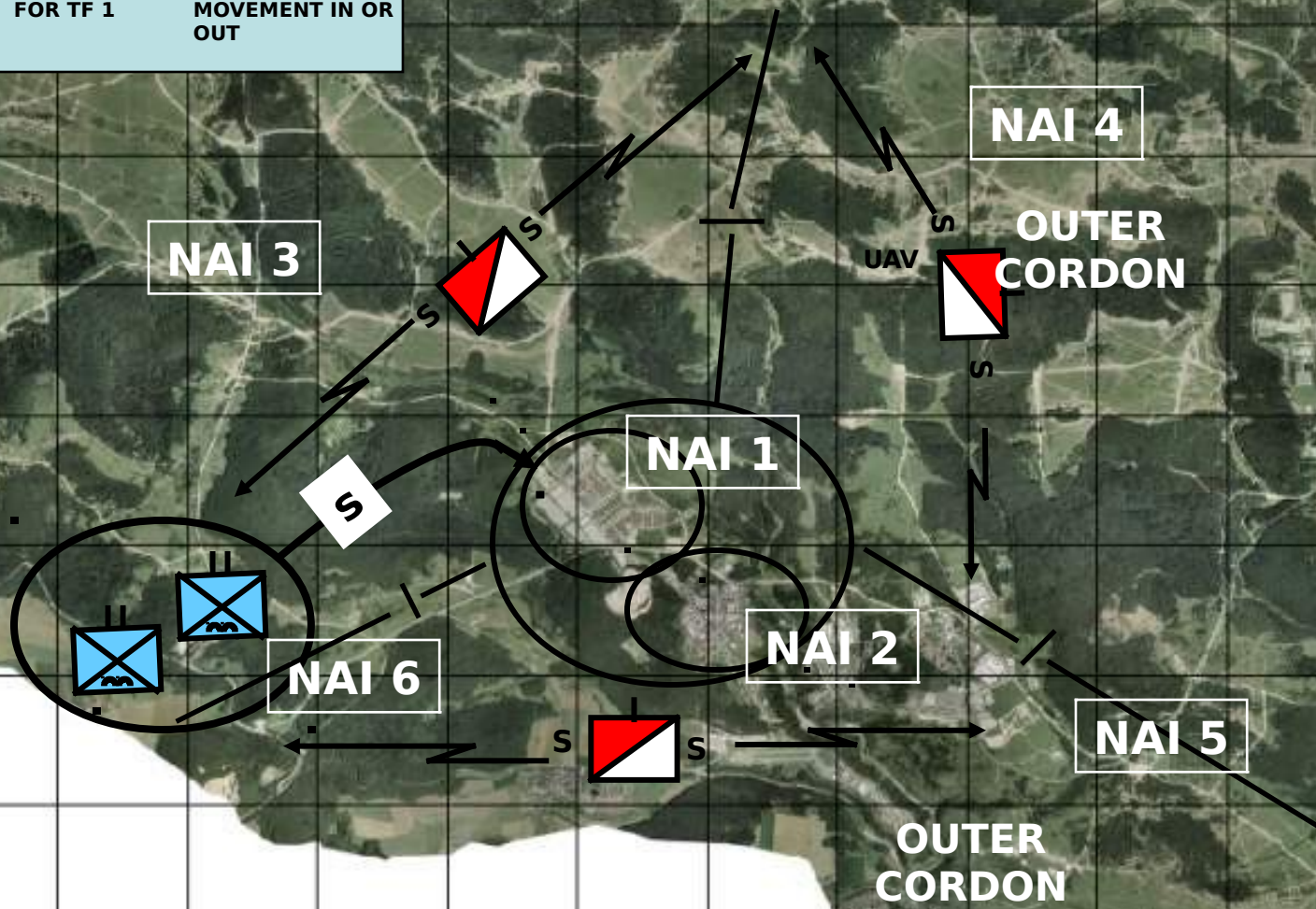
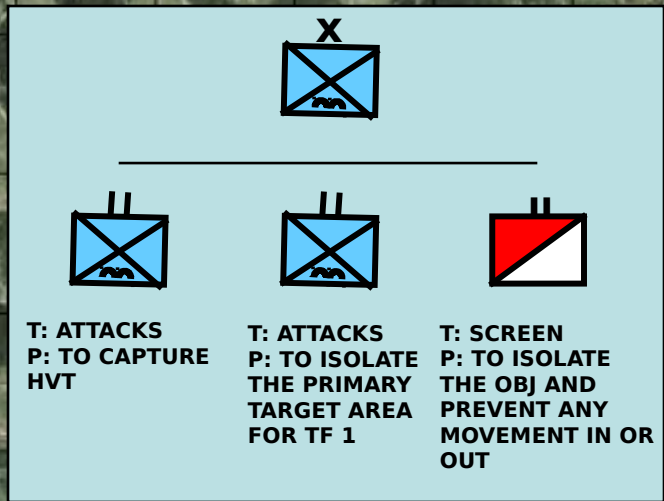
BCT Search and Attack



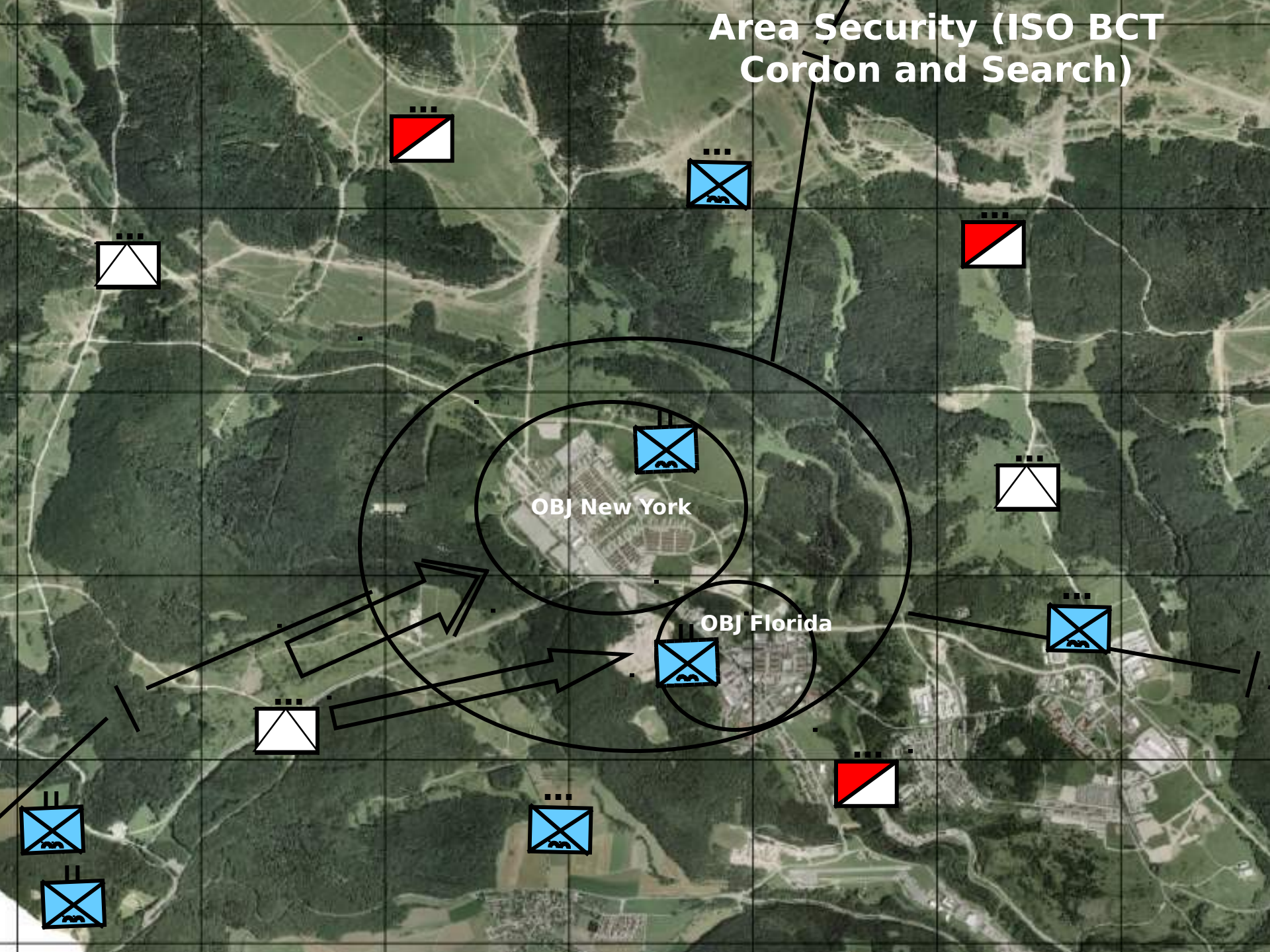
Area Security (ISO BCT Search and Attack)

BDE ATTACK

- Squadron establishes the outer cordon
- Pass two TF to the OBJ to establish the inner cordon and conduct the search for HVT



Area Security (ISO BCT Cordon and Search)



OBJ New York

OBJ Florida



Bottom Line: What Can LRS Do

- Provide timely and accurate information to the commander.
- Develop the situation.
- Dominate transition fight.
- Provide security for the main body.
- Set conditions for decisive combat operations.
- Conduct raids and economy of force missions.
- Full spectrum of conflict-HIC, COIN, OE